

RA-TO

Naadakh Level 5—Shadowspy

Human (f) | Sailor

ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	12 (+1)	13 (+1)	13 (+1)

PROFICIENCIES

Proficiency Bonus +2

Saves Str +3, Dex +5

Skills Acrobatics +5, Athletics +4, Perception +3

Senses passive Perception 11

Weapons simple weapons, shortsword, glaive

Tools cartographer's tools, navigator's tools, vehicles (water)

Languages Grovish

COMBAT

HP Max 40; **HD** 5d8 (1d8 x Level)

Initiative +3; **Speed** 40 ft.

AC 14 (without armor, Wis +1, Dex +3)

Shortsword. *Melee:* +5 (1d6+3 piercing; finesse, light)

Light crossbow. *Ranged:* +5 (1d8+1 piercing; ammunition (range 80/320), loading, two-handed)

Glaive. *Melee:* +5 (1d10+2 slashing; two-handed)

FEATURES & TRAITS

Unarmored Defense

Bökh (1d6)

Qi (5 pts; DC 11)

Unarmored Movement

Extra Attack

Stunning Strike

Naadam—Falcon

Deflect Missiles

Slow Fall

Practiced Technique

Calmness of the Mind—Shadowspy

Shadow Attack

Second-Story Work

Ship's Passage

EQUIPMENT

Shortsword, light crossbow, glaive, woodcarver's tools, 20 crossbow bolts, crossbow bolt case, backpack, crowbar, hammer, piton (10), torch (10), tinderbox, rations/1 day (10), waterskin, rope/hemp 50 feet, shovel, pot/iron, clothes/common, belt pouch

Equipment weight 88 lb - **Cost** 36.5 gp

Coins 10 gp **weight** 0.1 lb

Lifestyle modest

CHARACTER

Height Medium / 5.7 ft / 160 lb.; **Age** 30 years

Eyes black; **Skin** brown; **Hair** bald

Appearance Someone from Earth would recognize her features as vaguely Egyptian. Wears a big, crescent neckpiece and thick ringlet bracelets and anklets. She is bald but wears head wraps.

Personality traits I work hard so that I can play hard when the work is done.

Ideals Freedom. The sea is freedom—the freedom to go anywhere and do anything.

Bonds The ship is most important—crewmates and captains come and go.

Flaws I follow orders, even if I think they're wrong.

Background Sailor

Character Backstory Not much is known of Ra-to's life before she met Nanala and set out on *Hrossdraugr*, but she quickly made the ship her home. She has always loved the sea and enjoys hanging from the rigging or leaning out from the crow's nest.

Allies & Organizations *Hrossdraugr*, Nimeda, Port Albatross, Marauder's Cove

CLASS FEATURES

Unarmored Defense. Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Bökh. At 1st level, your practice of bökh gives you mastery of combat styles that use unarmed strikes and naadakh weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only naadakh weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and naadakh weapons.
- You can roll a d6 in place of the normal damage of your unarmed strike or naadakh weapon.
- When you use the Attack action with an unarmed strike or a naadakh weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Qi. Starting at 2nd level, your training allows you to harness the mystic energy of qi. Your access to this energy is represented by a number of qi points. You have 5 points at 5th level.

You can spend these points to fuel various qi features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more qi features as you gain levels in this class.

When you spend a qi point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended qi back into yourself. You must spend at least 30 minutes of the rest meditating to regain your qi points.

Qi save DC = 11

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 qi point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 qi point to take the Dodge action as a bonus action on your turn.

Step of the Wind. You can spend 1 qi point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement. Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain naadakh levels, as shown in the Naadakh table.

Naadam. As a level 5 naadakh, you are a Falcon.

Practiced Technique. Starting at 3rd level, you can manipulate your enemy's qi when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Deflect Missiles. Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your naadakh level.

Slow Fall. Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your naadakh level.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike. Starting at 5th level, you can interfere with the flow of qi in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 qi point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Calmness of the Mind: Shadowspy.

Shadow Attack. Starting at 3rd level, your first attack in combat may be a sneak attack regardless of light and cover.

Second-Story Work. You gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Background: Sailor

Ship's Passage. When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your DM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.